







# U.S. Army 2005 MWR Leisure Needs Rusvey

# 414<sup>th</sup> BSB - Hanau Germany



### **BRIEFING OUTLINE**

#### 414th BSB - Hanau

### LEISURE NEEDS SURVEY

- Project Overview
- Methodology
- Patron Sample
- Products

### SURVEY RESULTS

- MWR Programs and Facilities
- Army Community Service
- Child and Youth Services
- Better Opportunities for Single Soldiers
- Leisure Activities
- Deployment and MWR
- Career Intentions

### NEXT STEPS

### **PROJECT OVERVIEW**

414th BSB - Hanau

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### MWR STRATEGIC BUSINESS PLANNING MODEL

#### **COMPONENTS** Monitoring Analyzing and **Analyzing** Developing Formulating **Formulating** forecasting programs and alternatives the strategic operational and the external markets business plan business evaluating environment plans plan Mission and implementati vision on statements Customer and market analysis Policies. Strategic regulations, Composite goals and mission, and evaluation objectives Programs and laws Program facilities business inventory plans Installation and analysis Planning Monitoring, projections Implementati and assessment, community and on guidance and feedback profiles assumptions Competitive Functional analysis support plans Business and Integrated Capital industry **SWOT** Improvement standards analysis s program and trends Program costs and resources analysis Contingency plans

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### **METHODOLOGY**

#### 414th BSB - Hanau

### PROJECT SCOPE

- 92 sites were surveyed in 2005
  - Northeast (21 sites) Europe (20 sites)
  - Northwest (10 sites) Korea (9 sites)
  - Southeast (13 sites) Pacific (5 sites)
  - Southwest(14 sites)



- 249,555 surveys were distributed throughout the Army to four patron groups:
  - Active Duty Soldiers
  - Spouses of Active Duty Soldiers (CONUS only)
  - DA Civilians
  - Retirees (CONUS only)
- 2,002 surveys were distributed at 414th BSB Hanau

#### SURVEY ADMINISTRATION

- Designed to collect information on installation MWR programs and facilities as well as the leisure activities of your potential market
- 65 multiple choice questions; 7 questions were tailored to your specific installation issues

### **METHODOLOGY**

#### 414th BSB - Hanau

### SURVEY ADMINISTRATION (Continued)

- Active Duty and DA Civilian surveys distributed by installation POCs
- Spouses of Active Duty and Retiree surveys direct mailed to home addresses (CONUS only)
- Web survey option offered for the first time to all respondents

### **METHODOLOGY**

### SURVEY SAMPLE

- Four population segments
  - Active Duty

- Civilian Employees
- Spouses of Active Duty (CONUS only) Retirees (CONUS only)
- Response Rates and Confidence Intervals for each patron group and overall sample

	Survey <u>Population</u>	Surveys <u>Distributed</u>	Surveys <u>Returned</u>	Response <u>Rate</u> *	Confidence Interval **
Army:					
Survey Totals	1,212,240	249,555	50,651	20.91%	±.43%
414 <sup>th</sup> BSB - Hanau:					
Active Duty	4,200	1,182	118	9.98%	±8.89%
Spouses of Active Duty	N/A	N/A	N/A	N/A	N/A
Civilian Employees	820	820	110	13.41%	±8.69%
Retirees	N/A	N/A	N/A	N/A	N/A
Total	5,020	2,002	228	<b>11.39</b> %	± <b>6.34</b> %

<sup>\*</sup> Response rate is calculated by dividing the number of surveys returned by the number of surveys distributed. It should be noted that low response rates (i.e., less than 20%) increase the chance that one or more subgroups (e.g., for active duty patron group, E1-E4 is a subgroup) may be over- or under-represented. Any patron groups with fewer than 15 survey respondents do not have their data reported to protect privacy and ensure representativeness.

<sup>\*\*</sup>A confidence interval for a sample mean tells us the range in which we are likely to find the true population mean: Assume 300 surveys were returned for an active duty patron group of 1,350. 52% responded that they used the gym in the last year. The 95% confidence interval for this case would be  $\pm 5\%$ . Thus there is a 95% chance that the TOTAL number of active duty at this installation who used the gym last year is between 47% and 57%. We can be 95% confident that between 634 and 770 active duty used the gym

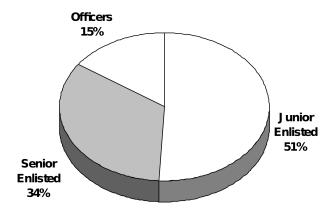
### **PATRON SAMPLE\***

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### RESPONDENT POPULATION SEGMENTS

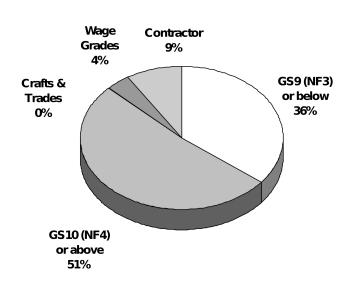
#### **ACTIVE DUTY**

(n = 112)



#### **CIVILIANS**

(n = 101)



<sup>\*</sup> The n provided for each patron group is equal to the number of respondents who provided their rank or paygrade.

### **PRODUCTS**

#### 414th BSB - Hanau

### PRODUCTS

- Comprehensive installation report of survey data in electronic form
- SPSS data file provided to installation representatives for further analyses, if desired
- Installation level briefing of findings
- IMA and Army level roll-up reports and briefings

### PRODUCT DISTRIBUTION

- All products provided on CD
- CD distribution to installation MWR Directors, IMA Headquarters, and U.S. Army Community and Family Support Center

# MWR PROGRAMS & FACILITIES: USAGE AT 414th BSB - HANAU

414th BSB - Hanau

# MOST FREQUENTLY USED FACILITIES

Fitness Center/Gymnasium	82%
Library	62%
Bowling Center	55%
Bowling Food & Beverage	49%
Athletic Fields	40%

# LEAST FREQUENTLY USED FACILITIES

School Age Services	9%
Youth Center	10%
Child Development Center	11%
BOSS	16%
Multipurpose Sports/Tennis Cou	rts21%

# MWR PROGRAMS & FACILITIES: SATISFACTION AT 414th BSB - HANAU\*

414th BSB - Hanau

# FACILITIES WITH HIGHEST SATISFACTION RATINGS\*

Automotive Skills 4.21
Library 4.17
Bowling Center 4.16
Bowling Food & Beverage 4.03
Athletic Fields 3.99

# FACILITIES WITH LOWEST SATISFACTION RATINGS\*

BOSS 3.40
Army Lodging 3.63
Youth Center 3.64
Recreation/Community Activity Ctr.
3.66
Child Development Center 3.71

<sup>\*</sup>Programs and facilities were rated on a 5 point scale: 5 = Very Satisfied and 1 = Very Dissatisfied

# MWR PROGRAMS & FACILITIES: QUALITY AT 414th BSB - HANAU\*

414th BSB - Hanau

# FACILITIES WITH HIGHEST QUALITY RATINGS\*

4.07
3.98
3.89
3.81
3.80

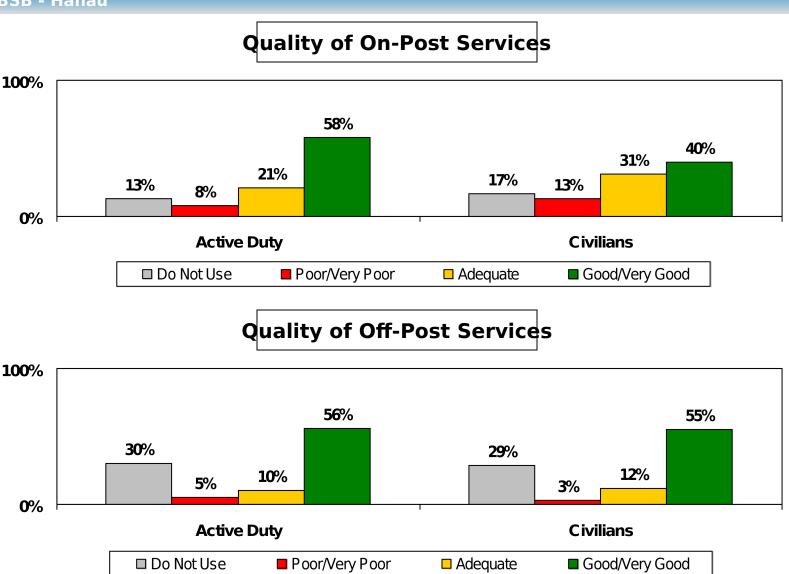
# FACILITIES WITH LOWEST QUALITY RATINGS\*

BOSS	3.31
Youth Center	3.42
Outdoor Recreation Center	3.54
Fitness Center/Gymnasium	3.63
Multipurpose Sports/Tennis Cou	urts3.67

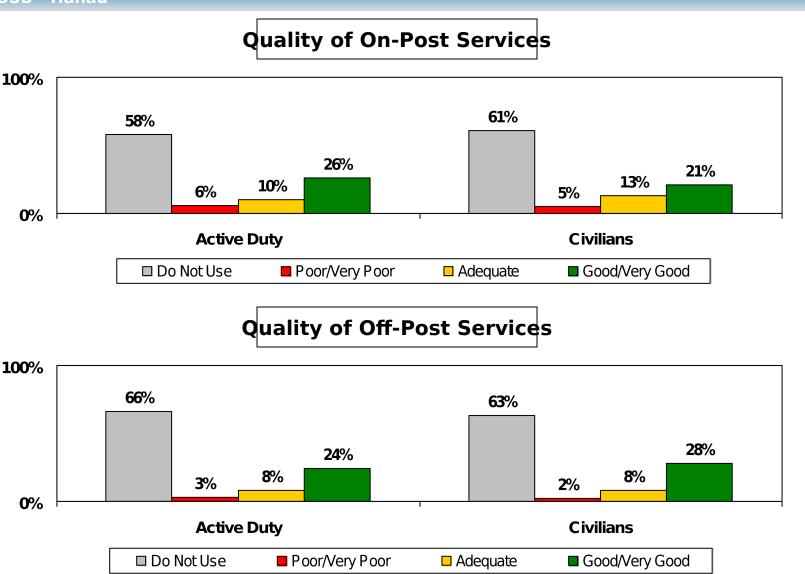
of three quality scores: Building/Facility/Space, Equipment/Furnishings, and Personnel.

<sup>\*</sup>Programs and facilities were rated on a 5 point scale: 5 = Very Good and 1 = Very Poor. These ratings are an average

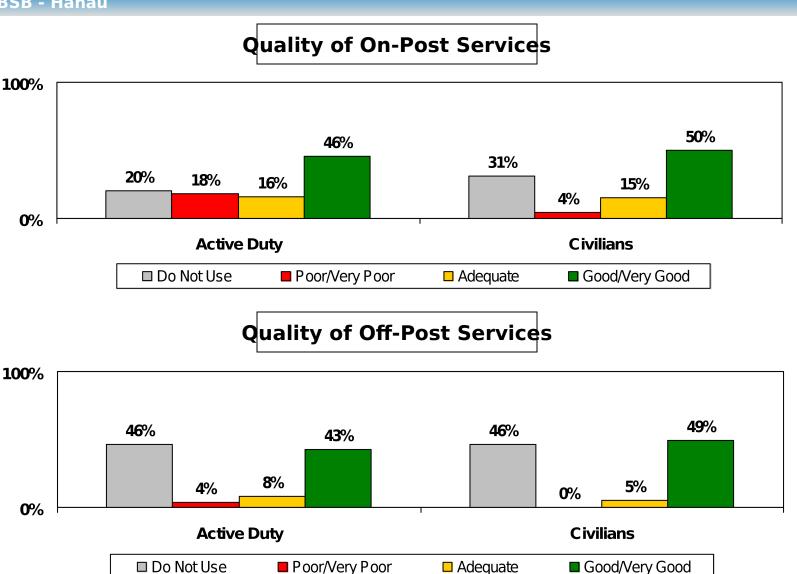
### MWR PROGRAMS & FACILITIES: FOOD AND BEVERAGE SERVICES QUALITY



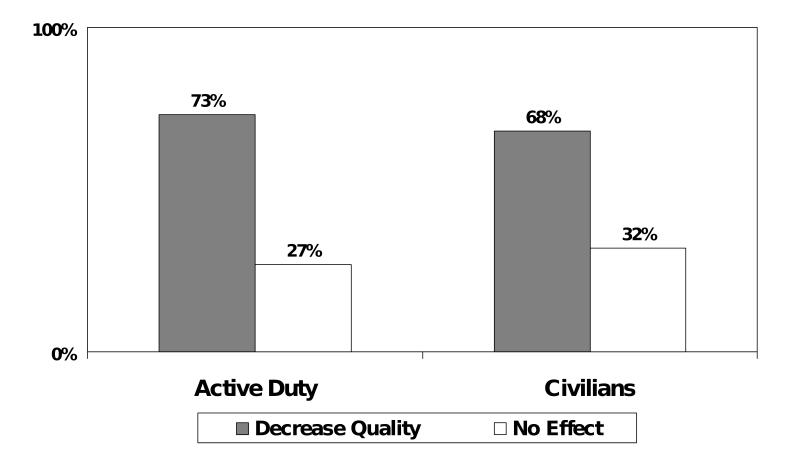
# MWR PROGRAMS & FACILITIES: CATERING SERVICES QUALITY



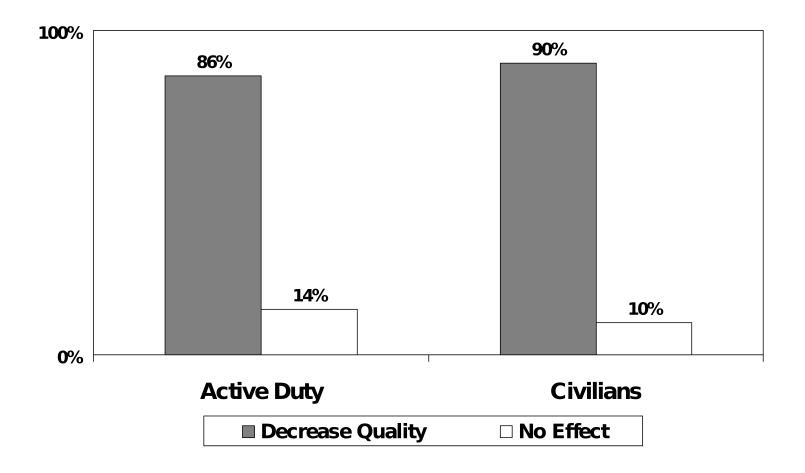
# MWR PROGRAMS & FACILITIES: ENTERTAINMENT SERVICES QUALITY



# CLUB PROGRAM ELIMINATION EFFECT ON ARMY



# MWR PROGRAMS & FACILITIES: RECREATION PROGRAM ELIMINATION EFFECT ON ARMY QOL



# MWR PROGRAMS & SERVICES: MOST AND LEAST IMPORTANT ACTIVITIES/PROGRAMS

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Top 7 Activities/Programs

Fitness Center/Gymnasium	83%
Library	70%
Athletic Fields	58%
Army Lodging	55%
Bowling Center	47%
BOSS	44%
Automotive Skills	41%

Respondents were asked to select the 7 most important and 7 least important activities and programs offered on an Army installation.

RV Park	72%
Golf Course Pro Shop	63%
Golf Course	54%
Golf Course Food & Beverage	52%
Cabins & Campgrounds	47%
Arts & Crafts Center	47%
Bowling Pro Shop	45%

**Bottom 7 Activities/Programs** 

# MWR PROGRAMS & SERVICES: SOURCES OF INFORMATION\*

WHERE DO YOU GET INFORMATION?	ACTIVE DUTY	CIVILIANS	TOTAL
Internet	32%	44%	34%
E-mail	25%	59%	30%
Friends and neighbors	38%	39%	38%
Family Readiness Groups (FRGs)	16%	2%	14%
Bulletin boards on post	43%	38%	42%
Post newspaper	24%	53%	29%
MWR publications	29%	53%	32%
Radio	31%	<b>63</b> %	36%
Television	40%	30%	38%
My child(ren) let(s) me know	6%	4%	6%
Other unit members or co-workers	29%	27%	28%
Unit or post commander or supervisor	21%	9%	19%
Marquees/billboards	11%	22%	13%
Flyers	31%	53%	35%
Other	4%	5%	4%
I never hear anything	12%	0%	10%

<sup>\*</sup>The top 3 sources of MWR information are shaded for each patron group and the total population.

# MWR PROGRAMS/SERVICES: GENERATE FEELING THAT THE ARMY CARES ABOUT ITS PEOPLE\*

MWR PROGRAM/SERVICE	ACTIVE DUTY
Army Child and Youth Services	80%
Better Opportunities for Single Soldiers	54%
Army Community Service	58%
MWR Programs and Services	77%

<sup>\*</sup> Positive = moderate, great or very great extent

## ARMY COMMUNITY SERVICE: AWARENESS AND BENEFIT - ACTIVE DUTY

ACS PROGRAMS	AWARENESS	BENEFICIAL*	NOT BENEFICIAL*
Information and Referral	59%	91%	9%
Outreach programs	56%	92%	8%
Family Readiness Groups	72%	85%	15%
Relocation Readiness Program	61%	100%	0%
Family Advocacy Program	69%	79%	21%
Crisis intervention	51%	96%	4%
Money management classes, budgeting assistance	62%	80%	20%
Financial counseling, including tax assistance	60%	91%	9%
Consumer information	38%	94%	6%
Employment Readiness Program	50%	89%	11%
Foster child care	41%	67%	33%
Exceptional Family Member Program	57%	88%	12%
Army Family Team Building	56%	88%	13%
Army Family Action Plan	48%	85%	15%

<sup>\*</sup> Percentage of Active Duty users

# ARMY COMMUNITY SERVICE: POSITIVE IMPACTS ON ACTIVE DUTY

POSITIVE* ACS IMPACTS	ACTIVE DUTY
Satisfaction with my job	54%
Personal job performance/readiness	54%
Unit cohesion and teamwork	48%
Unit readiness	53%
Relationship with my spouse	48%
Relationship with my children	53%
My family's adjustment to Army life	46%
Family preparedness for deployments	54%
Ability to manage my finances	46%
Feeling that I am part of the military community	48%

<sup>\*</sup> Positive = moderate, great or very great extent

# CHILD AND YOUTH SERVICES: POSITIVE IMPACTS ON ACTIVE DUTY

POSITIVE*CYS IMPACTS	ACTIVE DUTY
Helps minimize lost duty/work time due to lack of child care/youth sponsorship options	81%
Helps minimize lost duty/work time due to lack of child care/youth services	89%
Plays a role in influencing my decision/my spouse's decision to remain in the Army	88%
Allows me to work outside my home	93%
Allows me to work at home	63%
Offers me an employment opportunity within the CYS program	67%
Allows me/my spouse to better concentrate on my/our job(s)	88%
Provides positive growth and development opportunities for my children	88%

<sup>\*</sup> Positive = moderate, great or very great extent

# (BOSS):

### POSITIVE IMPACTS ON ACTIVE DUTY

POSITIVE* BOSS IMPACTS	ACTIVE DUTY
Satisfaction with my job	69%
Personal job performance/readiness	63%
Unit cohesion and teamwork	61%
Unit readiness	50%
Ability to manage my finances	55%
Feeling that I am part of the military community	54%
Relationship with my children (single parents)	52%
My family's adjustment to Army life (single parents)	57%
Family preparedness for deployments (single parents)	62%

<sup>\*</sup> Positive = moderate, great or very great extent

# PREFERENCES OVERALL AND BY PATRON

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# **Top 10 Leisure Activities for All Respondents**

Reading	55%	
Multi-media (videos, DVDs, CDs)	52%	
Entertaining guests at home	47%	
Internet access (library)	47%	
Watching TV, videotapes, and DVDs44%		
Internet access/applications (home)41%		
Reference/research services	41%	
Going to movie theaters	39%	
Study/self development	39%	
Night clubs/lounges	35%	

# Reading 53% Multi-media (videos, DVDs, CDs) 52% Internet access (library) 48% Entertaining guests at home 44% Watching TV, videotapes, and DVDs43%

Top 5 for Civilians		
Reading	65%	
Entertaining guests at home	65%	
Internet access/applications (home) 63%		
Watching TV, videotapes, and DVDs55%		
Multi-media (videos, DVDs, CDs)	52%	

# LEISURE ACTIVITIES: PREFERENCES BY ACTIVITY CATEGORY

Team Sports	
Basketball	29%
Touch/flag football	22%
Softball	18%
Volleyball	15%
Soccer	14%

Outdoor Recreation	
Bicycle riding/mountain biking	26%
Snow skiing/snowboarding	16%
Going to beaches/lakes	16%
Camping/hiking/backpacking	15%
Picnicking	13%

Social	
Entertaining guests at home	47%
Night clubs/lounges	35%
Dancing	33%
Happy hour/social hour	24%
Special family events	18%

Sports and Fitness	
Walking	34%
Running/jogging	32%
Bowling	31%
Weight/strength training	26%
Cardiovascular equipment	25%

Entertainment	
Watching TV, videotapes, and DVD	s44%
Going to movie theaters	39%
Festivals/events	33%
Billiards/game room/video arcades	25%
Attending sports events	20%

Special Interests	
Internet access/applications (home	)41%
Automotive maintenance & repair	26%
Automotive detailing/washing	24%
Computer games	20%
Digital photography	18%

# LEISURE ACTIVITIES: MARKET SHARE OF ACTIVITY PREFERENCES ON POST\*

ACTIVITIES	PARTICIPATED PRIMARILY ON POST	PARTICIPATED PRIMARILY OFF POST	OVERALL PARTICIPATION
Reading	55%	N/A	55%
Multi-media (videos, DVDs, CDs)	52%	N/A	52%
Internet access (library)	47%	N/A	47%
Reference/research services	41%	N/A	41%
Study/self development	39%	N/A	39%
Going to movie theaters	30%	9%	39%
Watching TV, videotapes, and DVDs	30%	14%	44%

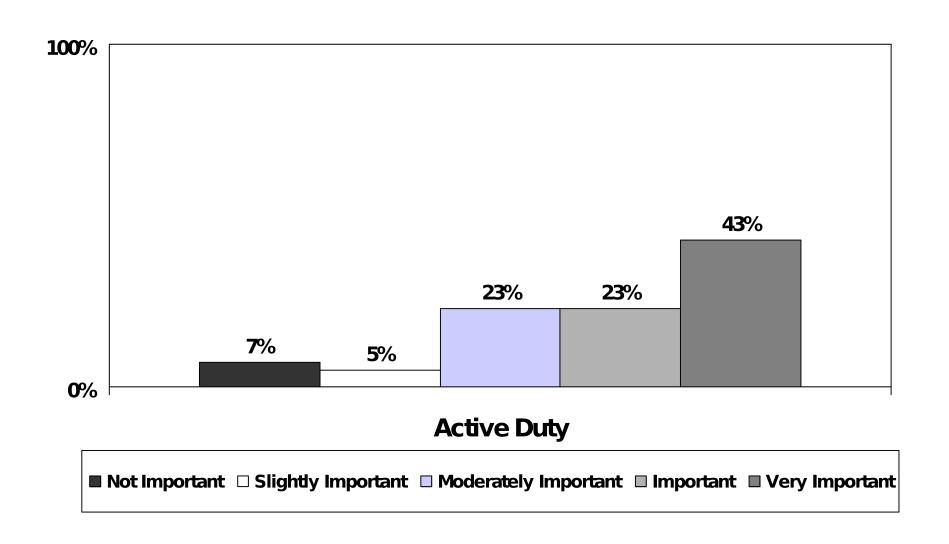
<sup>\*</sup>Top 7 leisure activity preferences ranked by on-post participation.

# LEISURE ACTIVITIES: MARKET SHARE OF SPECIAL INTEREST ACTIVITY PREFERENCES BY LOCATION\*

ACTIVITIES	PARTICIPATED PRIMARILY ON POST	PARTICIPATED PRIMARILY OFF POST	PARTICIPATED PRIMARILY AT HOME	OVERALL PARTICIPATION
Internet access/applications (home)	19%	1%	21%	41%
Automotive maintenance & repair	21%	4%	1%	26%
Automotive detailing/washing	15%	7%	2%	24%
Computer games	6%	0%	14%	20%
Digital photography	3%	3%	11%	18%
Gardening	4%	2%	11%	17%
Trips/touring	5%	11%	0%	16%

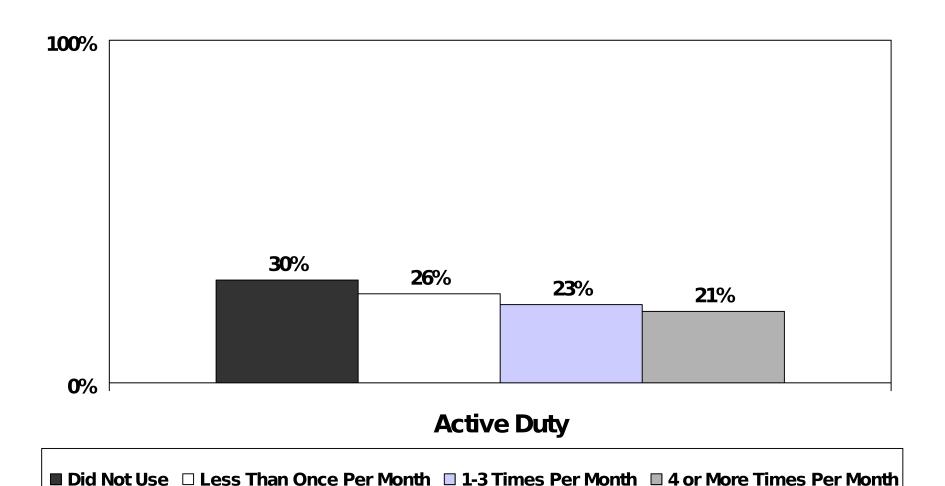
<sup>\*</sup>Top 7 special interest activity preferences ranked by overall participation.

# DEPLOYMENT AND MWR: IMPORTANCE OF ACCESS TO MWR DURING DEPLOYMENT



# DEPLOYMENT AND MWR: USE OF MWR DURING DEPLOYMENT IN THEATER OR AT HOME

<u>INSTALLATION</u>



# CAREER INTENTIONS: ACTIVE DUTY

Current Plans About Making the Military Your Career	ACTIVE DUTY
Definitely will not make military a career	19%
Probably will not make military a career	18%
Undecided	28%
Probably will make military a career	15%
Definitely will make military a career	20%

### **NEXT STEPS**

#### 414th BSB - Hanau

### INSTALLATION REPORTS

- Review information on 91 leisure activities and up to 40 MWR facilities
- Share with Commander and program managers

### DATA APPLICATIONS

- Action planning for program change and enhancement
- Strategic business planning
- Five year program planning
- Priorities for Project Validation Assessments
- Follow-up focus groups on items of interest or for clarification of findings
- Input into the Installation Status Report (ISR)